

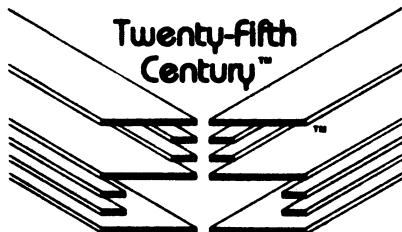
ATARI™ 800/XL/XE

# ***Response Analysis Program***

by  
Jeff Brenner



Manufactured and distributed by:



P.O. Box 8042  
Long Island, New York 11802

This instruction manual and accompanying software were written by Jeff Brenner.

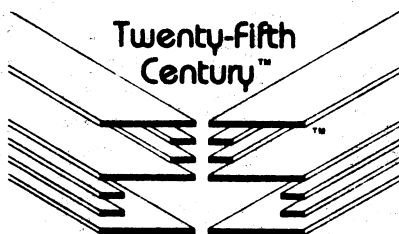
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10 9 8 7 6 5 4 3 2 1

Meet RAP, the RESPONSE ANALYSIS PROGRAM. Inspired by the program, Eliza, which was created at the Massachusetts Institute of Technology way back in 1966, RAP will sometimes startle you with apparently intelligent responses to your statements, or will make you laugh with its hilarious retorts. Eliza was a computer psychotherapist; RAP is the center of a rap session. Some have found that "talking" to such a program (as ridiculous as it sounds) has actually helped them to relieve some pressures and tensions.

### LOADING THE PROGRAM

Insert the RAP diskette into the drive and turn on your computer. Do not hold down the OPTION button and install BASIC on the 800. Type Y to the STANDARD RAP prompt. The title screen with the letters R, A and P will soon be displayed. You can press START at any time while this screen is being drawn to get to the next screen.

Next you are asked if you want to record your conversation on a printer. It can be tremendously entertaining to look back at an entire conversation. Type Y or N for this prompt. If you don't have a printer, of course, you cannot get a printout -- sorry.

Now RAP will give you a few introductory statements and will display the triangle prompt for your input. You can say whatever you like; discuss a problem, talk about your fears, ask questions about the program itself, etc. Simply type your response and press RETURN. RAP will do its best to respond to your statements. Remember, though, that RAP is just a computer program, so be forgiving with its occasional awkward grammatical use.

There are a few "rules" to adhere to while using RAP.

First, answer in one sentence at a time. Longer sentences are preferable since they give RAP more to work with. Unlike other BASIC artificial intelligence programs, there will not be any significant increase in

the amount of time the program takes to respond with longer sentences. Since RAP uses a machine language subroutine to search your input for key words, both short and long sentences will take approximately the same amount of time to be processed -- four to seven seconds. But don't go overboard; sentences longer than three lines will not be entered properly. Entering more than one sentence at a time or run-on sentences will make RAP more likely to give you a nonsensical response. Note that the screen goes blank while RAP thinks. This helps to speed up its response.

Second, RAP is more suited to understanding what YOU feel and what YOU do. It won't necessarily understand if you talk about what your brother-in-law is doing, for example.

Third, the speed with which RAP "types" out its characters can be changed by typing "SPEED=" followed by a number from zero through 30. Zero is the fastest speed and eliminates the "typewriter" effect. Numbers above 30, such as 4000, will make you wait days for a response, so keep the number under 30. RAP will print out a confirmation of the new speed. The speed of processing your responses is not affected; only the speed at which the characters are printed is changed.

Fourth, be careful of what you say to RAP. Computer circuitry is extremely sensitive. Have fun!

#### FOR ADVANCED USERS

Those of you familiar with Atari BASIC programming may be interested in learning how RAP works and how to you can add your own keywords and/or responses. This will allow you to create your own "personalities" for RAP.

Boot up a DOS disk or any disk that brings you to BASIC. Insert the RAP disk and type LOAD "D:RAP" to load the RAP program from the disk. Do not run the program, since you will need to be able to LIST and examine the program lines being discussed.

Whenever you enter a line, RAP searches the entire sentence for key words. These key words are found in the data statements on lines 1200 through 1330 and on lines 4960 through 4990. RAP can quickly search the entire sentence for each one of these key words because it uses a machine language search subroutine.

The key words on lines 4960 through 4990 are used to change the verbs and pronouns in your input to the proper form for RAP's response. For example, "I" is change to "YOU" and "AM" is changed to "ARE." Hence an input containing a segment such as, "...THAT I AM TIRED OF..." can generate a response segment like, "...THAT YOU ARE TIRED OF..."

The key words on lines 1200 through 1330 are subject key words and are used to determine which response RAP should use. Lines 5000 through 5590 contain the responses. Segments of your input are added to responses having a "+" before the final punctuation mark. This serves to personalize RAP's answers and is what makes some of the responses seem humanly intelligent.

When more than one subject key word is found in a sentence, the key word that appears first on data lines 1200 through 1330 usually has precedence, but a random element is used so that the second or even the third key word can be selected on occasion. Hence, RAP won't always "interpret" similar sentences in the same way.

#### ADDING YOUR OWN RESPONSES

The response segments on lines 5000 through 5590 are grouped according to their key words. Note that each key word on lines 1200 through 1330 is preceded by a number. This is the line number of the first data line containing the response for that key word. This line number is always divisible by ten (i.e. 5000, 5010, 5020). Additional responses to the same key word follow this line in increments of one. When the first response is used for a key word and the same key word is found again at another time, the next response is used. For example, line 5000 contains the first

response for the key word "YOU'RE." This response is, "WHY DO YOU THINK I AM..." If you type "YOU'RE SICK," RAP would respond, "WHY DO YOU THINK I AM SICK." (Apostrophes are automatically removed, so YOU'RE and YOU'RE are the same to RAP.) If you later type, "YOU'RE CRAZY," RAP would use the next response, on line 5001, and would say, "HAVE YOU EVER WANTED TO BE CRAZY."

To add your own key words and responses, first pick a key word. We'll use "I ATE" as an example. Find the next line (multiple of ten) that could be used for a response. This line is the last data line and has an END as the data. In this case, line 5590 is available. Add this line number and key word to the data in lines 1200 through 1340. Those key words near the beginning of the data have a higher precedence; those near the end have a lower precedence. We'll put our "I ATE" in the middle, on line 1245:

```
1245 DATA 5590,I ATE
```

Next, we must put the first response to this key word on line 5590. We'll use the following line:

```
5590 DATA WHY DID YOU EAT?
```

By putting the plus after "EAT" the program will add on a grammatically modified segment of the input that follows the key word. Hence, an input such as "I ATE MY CHOCOLATE TELEPHONE" will receive "WHY DID YOU EAT YOUR CHOCOLATE TELEPHONE?" as a response.

Now we can add up to nine additional responses on lines 5591 through 5599 for the same key word. We'll add one more:

```
5591 DATA MAYBE YOU SHOULDN'T HAVE EATEN+.
```

Now if the key word is entered again at a later time, as in "I ATE ANOTHER ONE OF THOSE PHONES." RAP will respond, "MAYBE YOU SHOULDN'T HAVE EATEN ANOTHER ONE OF THOSE PHONES."

A "DATA END" statement must follow the last data line of the program, so the next (multiple of ten) line, 5600, should read as follows:

```
5600 DATA END
```

More key words and their responses can be added in

this manner. You can add as many as your computer's memory allows. Just be sure that the last data line contains the DATA END. This last data line must be the very next multiple-of-ten line of the program. For example, if the last line of your data is 6354, make the DATA END line 6360 -- no greater.

You can also add more responses to key words already in the program by simply adding them as data lines. For example, additional responses for the first key word can be added as lines 5004 through 5009.

When you add key words or additional replies, remember to think of all the possible uses of the key word and make sure the response covers as many uses of the key word as possible. The responses on lines 5000 through 5587 of RAP represent a lot of effort since they have been carefully chosen to work well with a wide variety of key word usages.

Save any modified RAP's on a separate diskette. To load your RAP, first boot up with the standard RAP diskette and type N for the "LOAD STANDARD RAP" prompt. After the introductory screen is cleared, you'll be told to insert your RAP diskette and press RETURN.

## ***Intelligence Expansion***

Twenty-Fifth Century software offers an INTELLIGENCE EXPANSION diskette with more than 45 additional keywords and over 150 responses for RAP so you can make the program more human-like than ever. Since line numbers on the supplement may conflict with your own line numbers, you may wish to use the INTELLIGENCE EXPANSION disk before you add your own responses/keywords, particularly if you want to personalize the supplemented program.

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